



FALCON™



Head-to-Head (Two-Player) Dogfight Option!

FALCON allows you to compete (dogfight) against another player on a second machine. Although each player must have their own registered copy of the program, the only additional equipment needed is a null modem cable to connect the two machines together via serial port.

Note: You should be familiar with how to operate FALCON in single-player mode before attempting the two-player option.

What you need:

Two computers (any combination of Atari St, Mac or Amiga) that fit within the hardware requirements listed on page 3 of the Flight Manual, and have a serial communications port installed and not connected to another device.

A null modem cable to connect the machines together. This can be purchased from your local computer store. The exact type of null modem cable needed will depend on the types of serial ports installed in both the machines. For example, most serial ports have a standard 25-pin male connector. This means that the null modem cable end that is being plugged into that port would need to be 25-pin female. However, the Mac has a circular socket and the null modem cable will have to be constructed accordingly. Check the serial port in your machine (or have your dealer do so) and determine which type you have. Make sure that one of the cable ends has the correct connection for *that* machine's port. Then, determine that type of port is on the second machine and make sure the other cable end has the correct connection for *that* machine's port.

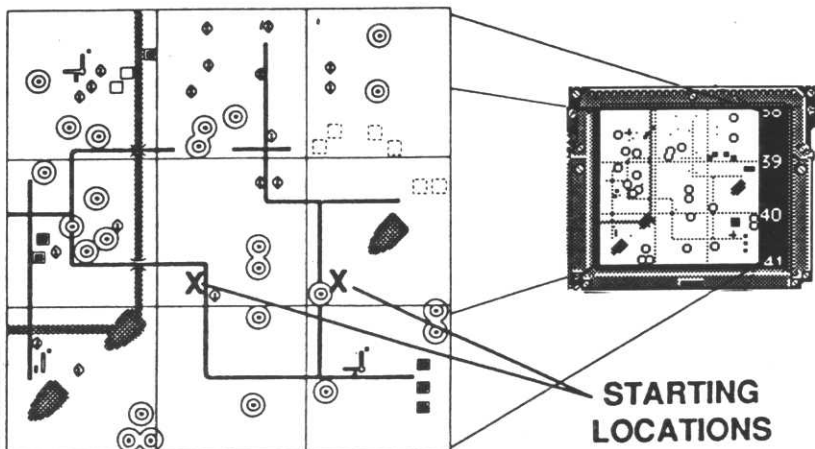
How to operate:

1. **Direct connect:** Go through the loading process described in the manual, except choose the desired computer set-up on the Comms menu. Select direct connect and 9600 BAUD. If connection is unsuccessful at 9600, try a lower rate. You could try 19200 BAUD but you may find it error prone.

Once both players have made all selections and are inside their respective cockpits, the dogfight sequence begins with the following conditions:

Both planes are travelling head-on toward each other at an altitude of 20,000 feet at 80% RPM Military Power (450 knots airspeed). The two beginning locations are noted on the FALCON landscape map on the other side of this sheet. The computer will randomly place each competitor in one of the two

locations.



Once you've started, the COMED will be in Map mode. Check the display to see which one of the two locations your plane is starting from, then switch the COMED into Radar mode to search for your counterpart. The battle is on!

Elements of the conflict:

- * Each competitor's plane performs as an F-16.
- * Just like in the single player mode of FALCON, your plane will function according to whatever rank you select during the configuration procedure. Because the competing plane will likewise function according to whatever rank selection your counterpart has made, you can handicap one of the planes accordingly. For example, the more skilled of the two might select Colonel rank to fly under, while the other might choose Captain.
- * Occasional messages will prompt you as to suggested headings for overtaking your competitor. Stay in the map area! (You'll be prompted when you go off the map, along with the heading to take for returning to the map area).
- * None of the two-player battle affects a pilot's single player status on the Duty Roster or point total.

Once the battle is over:

- * As soon as one player succeeds over the other, messages will appear on both screens stating who is the winner or loser. Press any key to go to the awards screen. If you lost the battle, a series of snapshots will replay your fate. From here, press any key to go to the Sierra Hotel screen. Press any key again to

return to the Duty Roster and start over.

* If you are finished with the two player option and want to return to single player mode, select single player on the Comms menu.

2. MODEM.

- * Select tone or pulse dial.
- * Select baud.
- * Select Auto Checksum.

2.1 Auto Modem making call.

Make all Falcon selections and press Take-off. You will be asked to enter the telephone number to which you want to be connected. The connection is then made automatically and the dogfight begins.

2.2 Auto modem receiving call.

- * Select Answer.

Make all Falcon selections and press take-off. The connection is then made automatically and the dogfight begins.

2.3 Manual Modem making call.

- * Select manual set-up.
- * Set up modem manually according to the manufacturers instructions.

Make all the Falcon selections and press take-off. A "Manual dial" message should appear. This is the prompt for you to manually dial. When connection is established, press button to start.

2.4 Manual Modem receiving call.

- * Select answer.
- * Select manual set up.
- * Set up modem according to the manufacturers instructions.

Make all the Falcon selections and press take-off. A "Manual Answer" message should appear. This is the prompt for you to manually receive the call. When connection is established, press button to start.



Mirrorsoft Ltd

Headway House, 66-73 Shoe Lane, London EC4P 4AB

Tel: 01-377 4645 Fax: 01-583 3494 Telex: 265451 MONREF G Attention: GAM007